Tasks needing to be finished before v4.0 is release, along with responsible parties and dates, are as follows.

Documentation:

- update user's guide (Tim, 3/23)
- write parallel user's guide (Tim, 4/1)
- moab parallel performance (Dmitry, 3/23)
- known issues document (Bob, 4/1) (Listing of known issues.)
- release notes (Jason, 3/23) release_notes-4.0
- ~~python documentation & configuration description (linked from MOAB page) (Jim, 3/12)~~
- ~~online doxygen-generated docs (by buildbot) (Jim, 4/1)~~

Wiki/web:

- general wiki page update (Dmitry,)
- wiki getting started page (Tim, 3/19)
- ~~ticket update (Bob, 3/12)~~

Services (check, README file, wiki page):

- ~~.cub import (Tim, 3/19)~~
- coupling (Bob, 3/19)
- ~~mbzoltan (Alvaro, 3/12)~~

- ~~VisIt, incl. ANL install (Rajeev, 3/19)~~
- visit, UW install on mesh.ep (Shengyong, 3/12)
- CGM model import, incl. viz (Rajeev, 3/19)
- ~~dagmc (Brandon, 3/19)~~ How To Ray Fire Using MOAB

Code:

- ~~examples directory (Bob, 3/9)~~
- ~~source directory rearrangement (Jason, 3/12)~~
- complete iMeshP implementation (Jason, 3/30)

Simple Examples

- GetEntities, SetsNTags, GeomSetHierarchy (Tim, basic user's guide examples)
- FileRead ~~file reader (Iulian, 3/23)~~
- ~~mesh skinner (Brandon, 3/23)~~ SkinMesh
- tag: depth from boundary, valence of vertex (Chaman, 3/23), elevation of terrain
- sets: SurfArea ~~(Rajeev, 3/23)~~
- trees: ~~adaptivekdtree for locating close things (Jason, 3/23)~~ , ObbTree ~~for ray tracing (HongJun?, 3/23)~~

User vignettes:

Need to identify some vignettes...